

"The utopian character of the Rialto project seems to have been generated by a design principle that transformed the city into a territory. In this city-territory the heroic image of architecture entered the city in the form of finite parts, of points that defined the city, without reducing it to an all-encompassed form."
Manfredo Tafuri, *Venice and the Renaissance*

VENEZIA :

CITY INTO TERRITORY

IMAGE: PETER D. EISENMAN, CANNAREGIO TOWN SQUARE WITH LE CORBUSIER'S PROPOSAL FOR THE VENICE HOSPITAL

City into Territory: Concept

This studio will develop new architectural interventions in Venice, Italy near the sites of Le Cobusier's Venice Hospital and Peter Eisenman's Cannaregio Town Square, both unrealized, visionary projects. These interventions will critique and engage the Venetian tourism crisis and de-population trends by creating new forms of urbanism as alternative models for expanding and growing Venice in the 21st Century.

These interventions will critically frame the texture of Venice's historic fabric without compromising the possibility of *the New and the concept of the City as a Territory*. Specifically, the studio will research and develop a contemporary, multi-modal Venetian Arrival Terminal adjacent to or over the existing Venice Santa Lucia Train Station. The aim of the studio, then, will be to investigate an architecture that hovers between new and old, water and land, ground and sky, field and excavation.

The concept of the **FIELD** (LC) and the practice of **EXCAVATION** (PDE) will be initially studied in the studio. Critically combing over the unrealized potential of the **field** and the **excavation** the studio will be driven by the ambition of allowing a third *Hegelian*¹ urban condition to emerge. These two concepts will be correlated to the notion of transforming or performing **City into Territory** as site strategies for synthesis and renewal.

Two teams will rebuild these models of urbanism in order to set out a new dialectic for our work as a vehicle for achieving a **synthesis between New and Old, land and water, sky and ground, tourist and local**. The studio will then develop new formal strategies derived these projects and matched to new transit, public space and housing programs as a means of re-inhabiting the city: flying over and through a modified and reconfigured arrival landscape. This landscape should be understood as a **third Hegelian state**.

City into Territory: City State / Solid State

The modern city, Michel de Certeau tells us, might be best understood as an operational or functionalist concept enmeshed in the act of the *construction of space* "...on the basis of a finite number of stable, isolatable, and interconnected properties."² These *stable* properties extend to the ministerial rationalization of space: city management and zoning. However, the contemporary modern city also suggests the replacement of "synchronic" and "flattened" structures (e.g. feudal or nineteenth century urban schemes) with various contemporary **urban resistances**. Thus, if the rationalization of space might be best thought of as a coherent urban scheme (grids, blocks, tracts and zoned communities for instance) then certain *urban resistances* might be best understood as **radical architectural acts within that scheme**.

As an administrative construction, nonetheless, the city remains a dualistic structure: both an autonomous utopian object (More) and a correlated political project (Hobbes.) Therefore, the City's *solid state* always remains in play, somewhere between a political and a physical reality, dependent largely on the successful coordination of various managerial mechanisms, physical assets and populations. ³ The liberation of architecture from an immediately *grounded* connection to the city's physical infrastructures (existing buildings, roads, sewers, hardline power and communication networks) and political rule systems suggests a novel form of urbanism that is both an idea about new social possibilities and a new object to be worked on outside of the City's current political, economic and social climate.

This studio will challenge the three falsely held ideas: firstly, that Venice is primarily a tourist destination, and a "frozen" historic artifact; secondly that Venice doomed to face a continued decline it's local population; and thirdly, that architecture is no longer able to radically re-invent the idea of the City as an aesthetic *and* political project.

¹ Georg Wilhelm Friedrich Hegel's dialectic of Thesis + Antithesis = Synthesis creates three-ness from two-ness.

² De Certeau, Michel. *The practices of everyday life* (S. F. Rendall, trans.). Berkeley: University of California Press, 1984.

³ Solid State, def. noun: the state of matter in which materials are not fluid but retain their boundaries without support; atoms or molecules occupying fixed positions with respect to one another and unable to move freely.

City into Territory: Tactics

The more architectural culture raised the bar of radical experimentation, the more of its cultural attributes it provided to the following cycle of capitalist development. This is the vicious circle. And yet once a cycle of experimentation was surpassed by a newer cycle of development, then its architectural and urban products were left behind as “form without utopia,” meaning a form devoid of any reformist urgency.

Pier Vittorio Aureli

Intellectual Work and Capitalist Development

As a lead up to a **proposed** joint USC_IAUV Venice workshop and an exhibition in the spring of 2018, this studio will be organized incrementally, starting with research and the transformation of our two prototypes or **design models** before moving onto suggesting that we can understand and work on a set of projects located within a specific geographic and cultural territory, such as a City, *at different scales*.

The shared goal for the will be to examine this *collection of precedents* specifically within their context (“the City as Territory”) while simultaneously developing an understanding of each project as a **model** (formal, political, urban) capable of catalyzing further examinations of *type and prototype*. Neither of these design models has been realized, offering the opportunity to reflect on the impact of the *unbuilt*, often utopian, project as a vehicle for working the notion of the discipline as a *site of contested discourse*.

These studies will focus the group on creating a culture of critique within the studio, driven by competing interpretations and detailed investigations.

Lastly, although the precedents will be considered as the primary *sites of investigation* during the fall of 2017, it is anticipated that the joint USC_IAUV Venice workshop will be set in Venice with 1-2 weeks travel planned to Italy in 2018. Therefore, successful participation in this studio should be seen as a prerequisite to participation in the proposed joint USC_IAUV Venice workshop and exhibition in the spring of 2018.

DESIGN MODELS

1. Proposal for a Hospital in Venice:

Location: Venice, Italy
Architect: Le Corbusier
Client: Comune di Venezia
Project Year: 1965
Status: Unrealized

FIELD (LC)



DESIGN CONCEPT

FIELD

EXCAVATION (PDE)



2. Cannaregio Town Square:

Location: Venice, Italy
Architect: Peter Eisenman
Client: Comune di Venezia
Project Year: 1978

EXCAVATION

City into Territory: New Urban Models for Venice

Course Description and Description and Assessment of Assignments

This studio will make large-scale urban proposals for the physical growth and the expansion of the Commune di Venezia.

These proposals will be realized in the form of specific architectural projects rather than generalized guidelines, zoning diagrams or massings.

The projects under consideration will address tourism, transit and new housing prototypes.

Architecture as Urbanism

The problem of urbanism today is a problem of architecture, not planning.

Venice is a great city-state without great urbanism. If the larger structure of the city-island network is fascinating, its new urban form remains vague if not ephemeral and nostalgic. The spatially vague tools of urban planning, land use and policy cede the particulars of urban form to the default outcomes of non-formal processes.

In contrast to this, in order for Venice to evolve requires the willful shaping of the city, imagined large and without trepidation, to bring its form in line with its aspirations.

A central proposition of the studio is that strong architectural projects, at the scale of the city and its infrastructures, are not only of interest to other architects, but are a necessary and currently missing catalyst for a imagining new Los Angeles. With this in mind the studio will have both studio reviews with architects and presentations to city officials and the public.

No Little Plans

Embracing Daniel Burnham's dictum this studio will not only create big projects, but will represent them through big drawings and bigger models.

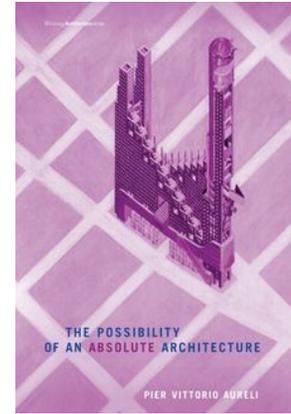
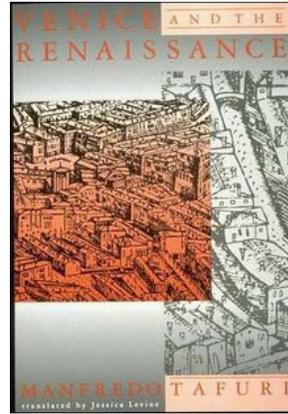
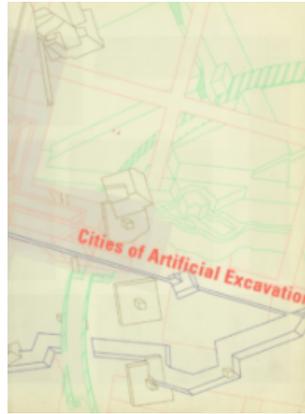
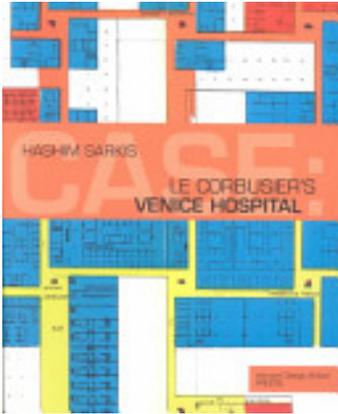
The studio work will explore two aspects of architectural representation the autonomous architectural drawing, and the urban panorama.

Course Schedule

This studio will be divided into three parts and three assignments:

- I. **Design Model Analysis**
During this 3-4 week phase we will capture and experiment with testing the capacity of our design models (FIELD and EXCAVATION) as prototypes for growth and expansion
- II. **Generic Urban, Transit and Housing Model Analysis**
During this 2 week phase we will capture and experiment with combining generic models for multi-modal transit, public space and housing
- III. **Generic and Design Model Prototyping**
During this 6-8 week phase we will develop several new large-scale urban proposals for the physical growth and the expansion of the Commune di Venezia. These proposals will be realized in the form of a new multi-modal tourism, transit and new housing hub adjacent to the Santa Lucia Train Station.

Required Readings and Supplementary Materials



- *Le Corbusier's Venice Hospital and the Mat Building Revival*
Hashim Sarkis, Pablo Allard, Timothy Hyde, Prestel, 2001
- *Cities of Artificial Excavation: The Work of Peter Eisenman, 1978-1988*
New York, Rizzoli International, 1994
- *Venice and the Renaissance*
Manfredo Tafuri, MIT Press 1990
- *Venice and the Renaissance*
Manfredo Tafuri, MIT Press 1990
- *The Possibility of an Absolute Architecture*
Pier Vittorio Aureli, MIT Press 2011

Grading Breakdown

- I. Design Model Analysis 20%
- II. Generic Urban, Transit and Housing Model Analysis
- III. Generic and Design Model Prototyping

Grading Scale (Example)

Course final grades will be determined using the following scale

A	95-100
A-	90-94
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D+	67-69
D	63-66
D-	60-62
F	59 and below

Assignment Submission Policy

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|------|--|------------------------|
| I. | Design Model Analysis | due Week 4 |
| II. | Generic Urban, Transit and Housing Model Analysis | due Week 6/7 |
| III. | Generic and Design Model Prototyping | due Week 12 as a Draft |

Grading Timeline

- | | | |
|------|--|-----------------------|
| I. | Design Model Analysis | issued Week 5 |
| II. | Generic Urban, Transit and Housing Model Analysis | issued Week 8 |
| III. | Generic and Design Model Prototyping | issued as Final Garde |

Statement on Academic Conduct and Support Systems

Academic Conduct:

Plagiarism – presenting someone else’s ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in *SCampus* in Part B, Section 11, “Behavior Violating University Standards” <https://policy.usc.edu/scampus-part-b/>. Other forms of academic dishonesty are equally unacceptable. See additional information in *SCampus* and university policies on scientific misconduct, <http://policy.usc.edu/scientific-misconduct>.

Support Systems:

Student Counseling Services (SCS) - (213) 740-7711 – 24/7 on call

Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention. <https://engemannshc.usc.edu/counseling/>

National Suicide Prevention Lifeline - 1-800-273-8255

Provides free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week. <http://www.suicidepreventionlifeline.org>

Relationship and Sexual Violence Prevention Services (RSVP) - (213) 740-4900 - 24/7 on call

Free and confidential therapy services, workshops, and training for situations related to gender-based harm. <https://engemannshc.usc.edu/rsvp/>

Sexual Assault Resource Center

For more information about how to get help or help a survivor, rights, reporting options, and additional resources, visit the website: <http://sarc.usc.edu/>

Office of Equity and Diversity (OED)/Title IX Compliance – (213) 740-5086

Works with faculty, staff, visitors, applicants, and students around issues of protected class. <https://equity.usc.edu/>

Bias Assessment Response and Support

Incidents of bias, hate crimes and microaggressions need to be reported allowing for appropriate investigation and response. <https://studentaffairs.usc.edu/bias-assessment-response-support/>

The Office of Disability Services and Programs

Provides certification for students with disabilities and helps arrange relevant accommodations. <http://dsp.usc.edu>

Student Support and Advocacy – (213) 821-4710

Assists students and families in resolving complex issues adversely affecting their success as a student EX: personal, financial, and academic. <https://studentaffairs.usc.edu/ssa/>

Diversity at USC

Information on events, programs and training, the Diversity Task Force (including representatives for each school), chronology, participation, and various resources for students. <https://diversity.usc.edu/>

USC Emergency Information

Provides safety and other updates, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible, <http://emergency.usc.edu>

USC Department of Public Safety – 213-740-4321 (UPC) and 323-442-1000 (HSC) for 24-hour emergency assistance or to report a crime.

Provides overall safety to USC community. <http://dps.usc.edu>